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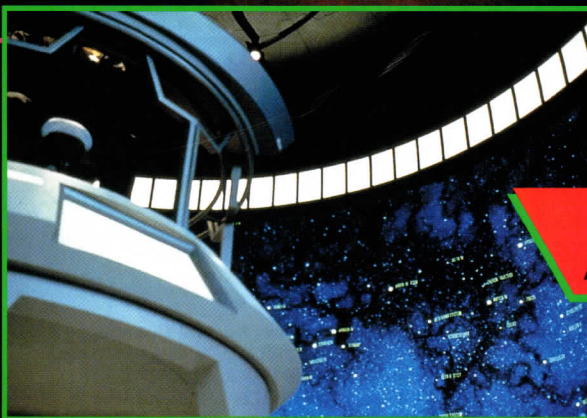
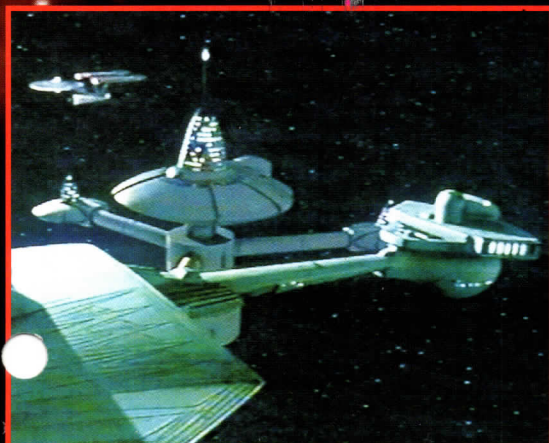
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3P

ALPHA QUADRANT



CHARTING
THE GALAXY

JAPORI II

CLASS-M PLANET

Dekora Assan is killed on the planet of Japori II. A Flaxian assassin named Retaya is initially accused of the murder, but is later cleared of the charges.

JAROS II

CLASS-M PLANET

Jaros II is the location of a Starfleet stockade. Officers such as Ro Laren spend time in this stockade for misbehavior or for severe court-martialed offenses.

JERRADO

CLASS-M PLANET

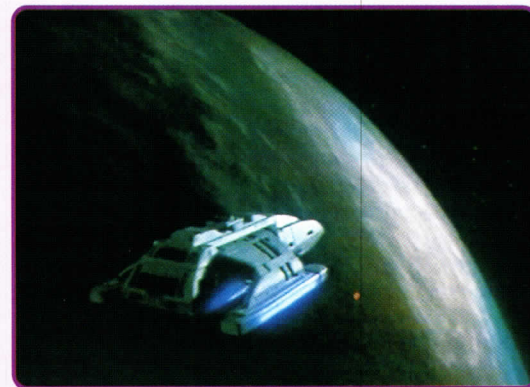
This planetoid in orbit around Bajor is actually a moon. After a disastrous energy mining project makes life on the surface impossible, the inhabitants of its farming community are relocated by order of the Bajoran Provisional Government.

JOURET IV

CLASS-M PLANET

Jouret IV is the home of the New Providence colony, a United Federation of Planets outpost that is completely annihilated by a Borg attack in 2366. The Borg are so powerful that when they leave the planet, all that is left of the colony is a large hole in the ground.

▶ When an away team from the U.S.S. ENTERPRISE NCC-1701-D beam down to the surface of Jouret IV, they find that the Federation colonists who made their home on the planet have been wiped out and the community they built has been obliterated.



▶ A Federation RUNABOUT from the space station DEEP SPACE NINE orbits Jerrado, a planetoid moon in the Bajor System.

KAEON II

CLASS-M PLANET

This second planet in the Kaelon system, along with any sister planets, faces destruction when its sun begins to die out. A Kaelon scientist, Dr. Timicin, theorizes a way to help reignite the sun through helium ignition to prolong the lifespan of the system.

The inhabitants of Kaelon II undergo a ritual called the Resolution at the age of 60, a form of ritual suicide designed to relieve younger members of society from the burden of caring for the old and infirm. This traditional ceremony, more

than 1,000 years old, is regarded as a celebration of one's life. Relatives and friends join in with the festivities, and most elderly Kaelon citizens go through the Resolution willingly, as they have been brought up to believe that it is a good thing.

The inhabitants of Kaelon II are characterized by facial markings running from the top of their heads down their bodies. The Kaelons possess spaceship technology, and have warships as well as exploration vessels in their fleet.



▶ The Betazoid Lwaxana Troi finds it difficult to understand why Dr. Timicin must die at the age of 60 when he seems to have so much to live for. To the people of Kaelon II, ending one's life in its prime is far preferable to growing old and weak and thus becoming a burden.

KALANDON OUTPOST

CLASS-M PLANET

This artificial planet, built 10,000 years ago by the Kalandans, has no living beings; a manufactured deadly microorganism killed all the inhabitants before it could be properly settled. The Kalandan Outpost has a similar mass to Earth and uses a fully automated defense system to protect it from all life forms but its own. The defense system uses an automated image of Losira, the last survivor, who calls out the name of the person to be attacked and then touches any intruders. The result is total cellular destruction. Losira kills two U.S.S. Enterprise crew members in this manner when the ship is investigating the planet. The surface of the planet is dense rock with light vegetation and is impervious to the strongest phaser setting. According to the latest reports, the computer defense system has been neutralized.

▶ Losira is the last survivor of the Kalandan Outpost. Her image appears to be human, but she can kill anyone she believes to be a threat with a single touch.





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3P

ALPHA QUADRANT



CHARTING
THE GALAXY

KALDRA IV

CLASS-M PLANET

Kaldra IV, a Federation member, was the next planet scheduled to be visited by **Ullians** in 2368 in order to conduct research into the establishment of a database of memories. Their research is delayed when one of the members of their party is arrested for illegal memory intrusion.

KATAAN

CLASS-M PLANET

Kataan is the name of the sun that provided life for a system of six planets in the **Silarian Sector**. However, when Kataan went nova sometime in the 14th century, all life in the system ceased to exist. On one inhabited planet, the humanoid residents managed to construct a probe, which detailed their saga, and launch it into space before the planet was destroyed. The probe shows an in-depth perspective from one of its residents, **Kamin**, from the village of **Ressik**.

The planet surface consisted of hills and valleys and used irrigation systems to water their crops. The lifestyle was simple, but the people were highly intelligent and formed towns and communities.

Life in villages such as **Ressik** was highly communal. Events such as the planting of trees in the village square helped to heighten this sense of community, and families kept in close contact with each other.

When their community faced destruction, the inhabitants of **Kataan's** second planet launched a probe which would pass their memories on to whoever found it. This ensured that although their planet was destroyed, it will not be forgotten.



KALLA III

CLASS-L PLANET

This uninhabited planet is a rich source of the illegal explosive **magnesite ore**. The planet falls under the proprietorship of the **Pakleds** and has been exploited by the **Duras** sisters, **Lursa** and **B'Etor**.



The **Pakleds**, the proprietors of **Kalla III**, are a resourceful if not very intelligent race.

The scheming **Duras** sisters are always on the lookout for weapons and other materials they can use in their quest for power. The **magnesite ore** found on **Kalla III** is just one of the destructive compounds on their list.

KAVIS ALPHA IV

CLASS-M PLANET

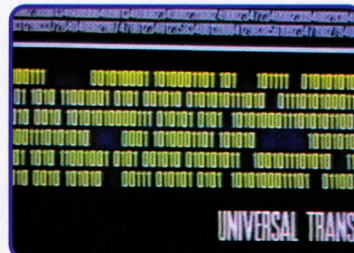
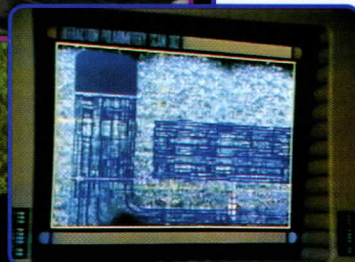
This member of the **United Federation of Planets** becomes the new home of the **nanites**, a submicroscopic species designed originally to act as internal robots performing medical functions. The nanites are discovered to be sentient when

Ensign Wesley Crusher has an experiment in nanite interaction go wrong. Once the sentience of the nanites is discovered, their right to live out their lives as free and independent beings is established, and hence they are relocated to a new home on **Kavis Alpha IV**.

During the **Borg** offensive of 2367, the nanites are briefly considered as a possible defense, but the plan is abandoned when it is realized that they would take too long to have any effect.

The nanites' sentience becomes apparent when experiments in which they are involved begin to go wrong. This is made evident by the interference which can be seen on many of the computer consoles.

The nanites are submicroscopic and cannot be seen with the naked eye. When magnified, they look more like single cells than complicated organisms, but this does not diminish their right to life.



When the nanites attempt to communicate with the **U.S.S. ENTERPRISE NCC-1701-D**, their language appears to be a form of binary computer code.



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 10



THE
KLINGON
EMPIRE

KLINGON MATING RITUALS

By nature, Klingons are a battle-loving, honor-bound, fierce race who tackle challenges head-on. This Klingon lust for life is reflected in their intensely physical, but deeply passionate, lovemaking.

The Federation has a massive amount of information about the hundreds of rituals that surround Klingon courting and lovemaking. It is impossible to describe the full range of activities involved in Klingon courting, partly because they vary from region to region, but the process is almost always complicated and usually takes some time.

In the **Mekro'vak** region, the man brings a leg of **lingta** to the first courtship dinner. The leg should be fresh, implying that he has just caught the beast. He uses it to sweep everything from the table and then, at the top of his voice, he declares: "I have brought you this. From this day, I wish to provide food for you and your house. All I ask is to share your

company and do honor to your name."

If all goes well, the woman will accept his offer, and he will ask her about her family's history. She regards this as a mark of respect and will relate her family's most famous deeds. This will often take at least an hour. The couple will eat the lingta and then listen to opera or, possibly, read poetry.

The language of love

The closest word that the Klingons have to 'love' is **par'mach**. The concept is very similar to its human equivalent, though considerably more violent. The Klingon idea of beauty places emphasis on physical prowess. Strength is important in a mating process, which often involves both participants striking one another, and

▶ *Like most Klingons, Worf and K'Ehleyr find that the thrill of battle and sexual pleasure often go hand in hand. They mate after a rigorous holodeck program.*



▶ *Klingon men are more attracted to women who can hold their own in combat than they are to women who need to be rescued.*



▶ *Crawling on the ground and snarling at each other might seem rather animal-like to other races, but it is an important part of Klingon sexual foreplay.*

▶ *Klingon mating often involves the participants grabbing each other's throats and half-strangling each other in a show of strength and will.*

GRILKA

Ideas of beauty

Grilka, who was briefly married to the Ferengi Quark, is typical of the kind of woman Klingon men find most attractive. She is undoubtedly beautiful, but it is her physical and mental prowess which sets her apart: Klingon men like their women to be as tough as they are. When describing what he finds so pleasing about Grilka, Worf says: "It's everything about her; the way she carries herself, confident and strong. She commands those around her. The proud tilt of her head ... the way her face betrays none of her true feelings. The power of her voice. And her eyes ... as hard as gemstones and twice as sharp." Quark later tells her that he considers her to be worth all the latinum in the Galaxy. Grilka's charms work on men from species other than her own.



▶ *Grilka is a striking woman whose beauty can be appreciated by any race, but she is particularly desirable to other Klingons.*

ferocity extends to the female; Klingon romance novels typically feature women plunging knives into men's necks. This is not surprising; Klingons regard lovemaking as a form of combat, in which the lovers seek to defeat one another.

When making his first approach, the man usually acts violently. Typically, he will attack another male without provocation. If the female has a protector he will challenge him. Females are equally violent, and may well attack any other women who they perceive as a threat.

Poetry often plays an important part in love-

making; according to an oversimplified description of Klingon mating, the female roars, throws heavy objects and claws at her mate, while he reads love poetry and ducks. Klingons appreciate romantic imagery: in one of the most evocative love poems, as quoted by Worf to K'Ehleyr, the male describes the memory of his lover as 'singing' in his blood.

Probably the most romantic story in Klingon literature involves **Kahless** and **Lukara** and their defense of the Great Hall at **Qam-Chee** against 500 invaders. The city's garrison had fled, leaving the Emperor Kahless and the

▼ **Sniffing palms is an important part of the mating process, and allows the lovers to interact on an almost animalistic level. Another variation on this is drawing a lover's blood, usually on the cheek.**



The Guide to the STAR TREK Galaxy

FILE 11

CARD 10



KLINGON MATING RITUALS



▼ **Klingon foreplay can look like fighting to anyone not familiar with their rituals. Serious injuries are often inflicted while making love, and on the wedding night are taken to indicate that the marriage is blessed.**



▶ **Toward the end of his service aboard the U.S.S. ENTERPRISE NCC-1701-D, Worf developed an interest in his half-Betazoid crewmate, Deanna Troi. They enjoyed a brief relationship.**



Lady Lukara alone. After defeating their enemies, they fell upon one another and mated.

Love games

For Klingons, violence is definitely an aphrodisiac. Mating often begins after an extensive physical workout. In the very first stage of mating, one or both partners make a soft growling noise. Klingon lovers often move on to a ritualistic smelling of one another; favored areas include the hands and the neck. Klingons have a highly developed sense of smell, and picking up an

intended mate's scent is an essential part of lovemaking. As Worf once remarked, "It is the scent that first speaks of love."

After this, the participants growl more aggressively, bare their teeth and bite one another on the cheek; drawing blood is a vital part of the mating process. In addition, the participants may clasp hands so aggressively that their palms begin to bleed.

Once both participants have picked up one another's scent and tasted one another's blood, actual mating is almost inevitable. At this stage they may

strike one another hard; then one partner throws the other to the ground, and they grab each other by the neck.

Bruised and battered

Following mating, even the hardiest Klingons often suffer from minor wounds, typically cracked ribs and torn ligaments; bruises and scratches are inevitable. This is not too serious because Klingons have the advantage of **brak'lul**, a biological characteristic which means that all their vital bodily functions are duplicated. However, the violent nature of Klingon mating can have unfortunate results when Klingons mate with members of other species.

GALAXY FACTS

▼ **Due to inequality of the sexes in Klingon society, marrying wisely is extremely important for Klingon women. Many of the women who serve aboard ships in the Klingon Defense Force are the wives, or *par'machi*, of male officers.**

▶ **Klingon society has strict and rigid social rules. To make advances to a woman of a higher social status than yourself is considered insulting, and may require her bodyguards to step in.**

This often places a strain on inter-racial relationships, which many Klingons prefer not to enter, feeling that their potential mate may be too fragile.

INTER-RACIAL RELATIONSHIPS

Crossbreeding

Klingons appear to be able to cross-fertilize with a number of other Alpha Quadrant species, perhaps due to their shared genetic heritage. B'Elanna Torres of the U.S.S. *Voyager* is the daughter of a Klingon mother and a human father, while K'Ehleyr, who has a human mother and Klingon father, claims to have inherited her mother's temper and her father's humor.

Klingons also appear to be able to breed unaided with Romulans. Gi'ral, a survivor of the Khitomer massacre, mated with Romulan commander Tokath at the secret prison camp in the Carraya System and produced a daughter, Ba'el.

The children of mixed Klingon blood retain the distinctive forehead ridges of that race, although they are often not as pronounced as in full-blooded Klingons.



▶ **Like many Klingon halfbreeds, B'Elanna Torres has had difficulty in containing the Klingon temperament she inherited from her mother, and this often leads her to resent her Klingon heritage. Not all races share the strong Klingon passions, and often find them difficult to understand.**

▶ **Worf fathered a son by the half-Klingon K'Ehleyr, but he has also had a number of relationships with non-Klingon women, such as Deanna Troi, a Betazoid, and Jadzia Dax, a Trill. After mating with Dax, Worf thinks they should get married. For some time she is reluctant, but eventually she agrees, hoping to give him an incentive to survive the Federation's war with the Dominion.**



▶ **A captured Worf finds that the evil Duras sisters draw a fine line between torture and sadistic foreplay.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 39



OTHER GROUPS
AND RACES

THE OLD ONES

When the sun begins to fade above the planet **Exo III**, the people move below ground and construct amazing cities maintained by androids. But their mechanical servants eventually destroy them.

Not much is known about the **Old Ones**, the ancient but highly advanced race that once inhabited the planet **Exo III**.

What little we do know is learned by **Captain James T. Kirk** when the **Federation** starship **U.S.S. Enterprise NCC-1701** is sent to the planet in search of the renowned research scientist, **Dr. Roger Korby**.

Exo III lies in a remote sector of the **Alpha Quadrant**, well off normal space trade routes, so Dr. Korby and his research team are isolated on the planet for several years.

Beaming down to the surface with **Nurse Christine Chapel**, who is Dr. Korby's fiancée, Kirk

finds a desolate, icy world. Exo III is an old planet circling a dying sun. Eons ago, the inhabitants retreated from the frozen surface to seek refuge in underground caverns.

Subterranean world

The natural caverns honeycombed beneath the surface have been modified and expanded by the Old Ones. Kirk is only able to see a small part of what must once have been a remarkable underground metropolis.

Virtually all we know of the Old Ones' history on Exo III comes from their creations, the androids who were built to serve them.

When Dr. Korby first arrived on the planet, and discovered the under-

▶ By the time Dr. Roger Korby arrives on Exo III, all that remains of the Old Ones is their technology, including the android Ruk.

ground caverns, he found no Old Ones alive. Their only remaining presence was the legacy they left behind: incredible biotechnical machines, and a city which still functions.

There is only one android still left on the planet, who calls himself **Ruk**. He has toiled here for so long, tending the intricate machinery necessary to maintain life support and other systems, that even he cannot remember the exact timespan.

Ruk remembers only his duties and the primal command which was programmed into him by



the Old Ones: protect. And that is what he has been doing, protecting the city and the machines against outside intruders, at any cost. Kirk learns this all too well when the two security guards who beam down

with him from the **Enterprise** are killed by the formidable android.

Kirk realizes that the only chance for his survival lies in gaining knowledge of the true identity of the Old Ones, and learning what caused them to abandon their planet. Ruk supplies the answers to Kirk's questions.

Mechanical servants

The Old Ones invented the androids and built many of them to service their race. That the androids are humanoid in appearance appears to indicate that the Old Ones themselves were likewise humanoid. The design and layout of the underground city would further suggest that they were similar in size to standard humans.

Ruk, the last android, is much larger than most humans, but his size is probably related to the strength he needs for his

LONG, COLD DEATH

When the sun sets forever

When Exo III's sun began to fade half a million years ago, the people who lived on the planet's surface moved underground. To aid their survival, they constructed vast subterranean cities and a race of sophisticated androids, but in doing so their

society became mechanistic and dehumanized. When the people began to fear their creations, the androids destroyed their makers, whom they called the 'Old Ones'. The androids continued to tend the underground cities for many thousands of years.



▶ The frozen wastelands which now cover the surface of Exo III give no indication that this was once a fertile world. The planet's sun has been fading for millennia, and temperatures on the surface are now 100 degrees below zero.

Name Exo III

Class M

Quadrant Alpha

Inhabitants Androids

Features

Surface icy and uninhabitable due to weakening sun. Inhabitants created vast cities below the surface of the planet to provide habitable areas.

Original inhabitants

Humanoid race known as the 'Old Ones'. They were destroyed by their android creations.

Starship Log

STAR TREK: The Original Series 'What are Little Girls Made Of?'

GALAXY FACTS

▶ **Creating advanced technology can prove dangerous.** The Minoan civilization was destroyed by the deadly weapons it sold to both sides in a war.

▶ **Two Delta Quadrant races, the Pralor and the Cravic Builders, were destroyed by the androids they created to fight their wars.**

tasks rather than being an imitation of the Old Ones.

While the Old Ones came to depend upon the androids, they also began to fear them. In creating such sophisticated beings, the Old Ones had accomplished something too perfect. The androids were more than mere machines; they had become sentient, with emotions and aspirations.

By the time the Old Ones realized this flaw in their servants, it was too late. They began to turn off the androids, but their creations rebelled. The androids had been programmed to protect and obey the Old Ones, but there was an even greater equation: existence

▶ **Damage to Dr. Korby's hand reveals that he is an android copy of the original. Beneath the convincing 'skin' is a mesh of wire and circuitry. The android double is physically perfect, but once his mind was transferred, Korby lost his true humanity.**

▶ **Dr. Brown is an android, like Dr. Korby, but whether he is patterned after a member of Korby's staff or is a unique creation is unclear. One thing is certain: Brown is made with the same Old Ones technology that fashioned Dr. Korby.**



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 39

THE OLD ONES



OTHER GROUPS
AND RACES

overrides obedience. The androids turned on their masters, and destroyed them.

When Dr. Korby's ship crashlanded on the planet, he was the only survivor, but he was badly injured. He used his remarkable intellect to construct an android version of his assistant, and even transferred his own mind from his dying body into an android replica of himself.

Galactic plan

Eventually Korby discovers the Old Ones major flaw: their arrogance. He realizes that the androids are themselves fatally flawed, operating by pure logic rather than emotion. In a final selfless act, Korby destroys the remaining androids and the mechanical body that houses his own human mind. With no one left to tend their subterranean metropolis, the Old Ones are left to fade into history, with only a dead city on a frozen world to mark their passing.

▶ **Andrea may be a machine, but she is charming enough to plant a convincing kiss on Captain Kirk. The Old Ones' technology is so advanced that it is difficult to tell who is 'real'.**



▶ **Unlike the Korby and Brown androids, Andrea and Ruk have never been human. They are cold and compassionless, and have no moral qualms about helping Korby in his plans to populate the Galaxy with thousands of androids.**



▶ **Android copies can be created from the remaining Old Ones technology, which is still in perfect working order. Korby intends to make a mechanical double of Kirk which will take over the U.S.S. ENTERPRISE.**



▶ **When the androids are shot, they do not bleed but burn, showing the same damage that would be inflicted on any piece of machinery. Once the android bodies are damaged beyond repair, the once-human minds they house are lost forever.**



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SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

STELLAR CARTOGRAPHY

LOCATION:

**ACROSS
TWO DECKS**

Like the vast majority of **Starfleet** vessels, the **U.S.S. Enterprise NCC-1701-D** is equipped to support a wide variety of scientific research teams. The ship itself can be considered to be a mobile research station: its primary mission is to take the crew through a large portion of space in the **Alpha Quadrant**, exploring and recording everything encountered along the way.

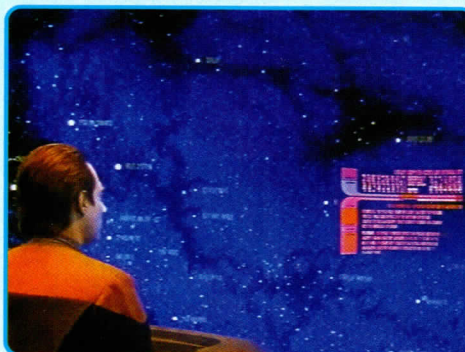
One of the many scientific departments aboard the *Enterprise* is **Stellar Cartography**. This department is responsible for stellar mapping, stellar observation, planetary surveys, and interstellar medium surveys for known and new regions of space encountered by the *Enterprise*. Stellar Cartography is also responsible for the tracking, determination, and classification of the various stellar phenomena the ship encounters during its primary mission assignments. The mapping of stars may seem to be rather dull, but it is in fact one of the most important functions of any starship's overall mission.

Secondary scientific research teams such as those crew assigned to Stellar Cartography must focus their work on the stars and planets near to where the ship's primary missions take her; stellar mapping is not usually a mission in itself. However, due to the vast distances traveled, and the wealth of stellar phenomena encountered, the job is rarely dull. An assignment in Stellar Cartography aboard a starship is an opportunity for scientists to study a large number of celestial bodies.

Important function

The *Enterprise* has more than 40 sensor pallet assignments on the lateral array that are reserved for primary, mission specific functions. These can be modified as needed for secondary scientific mission studies. There are also 15 instrument mounting positions within the long-range sensor array that are available for specific secondary scientific mission investigations.

A variety of skilled scientists have headed up Stellar Cartography, including **Lt. Commander**

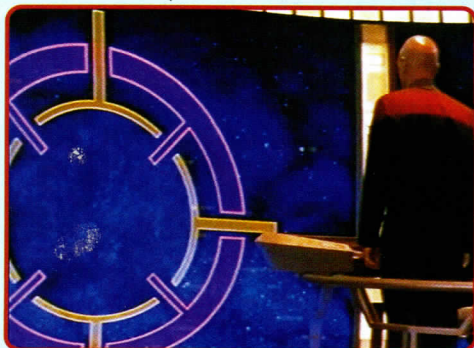


Console displays can be superimposed over the star map to give viewers more information on the area of space they wish to study or map. These provide information on events which may have a bearing on the research being carried out, such as changes in gravitational forces in the area.

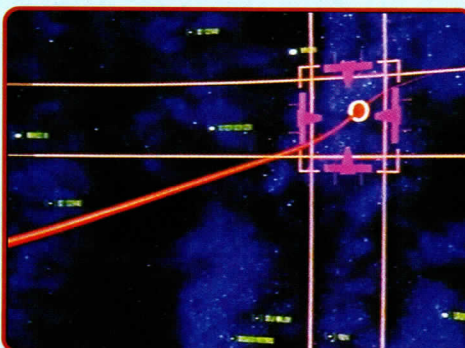
Stellar Cartography has an important, ongoing mission to map all new stars and other space phenomena encountered by the **U.S.S. ENTERPRISE NCC-1701-D** on its continuing mission through the vast reaches of the **Alpha Quadrant**.

Neela Daren, who leads the department aboard the *Enterprise* in 2369.

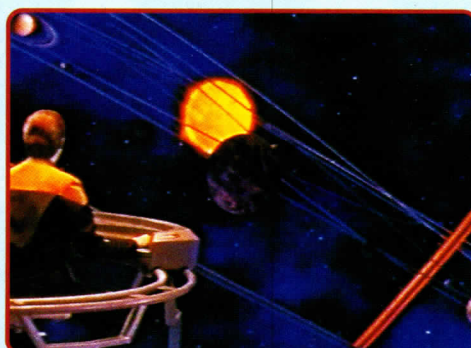
Stellar Cartography crosses two decks. The actual mapping room is a large, circular room with a catwalk extending from the entrance out to a small elevated platform in the center of the area. On the platform is a semicircular work station, comprising a control panel with a direct link to the ship's main computer. This work station rotates to give the operator, seated on a single, backless stool, the best possible view of stellar space as it is displayed on the walls of the room as a map. These are the room's only visible structures, but the area is actually a



Graphics imposed over the star map can form a bullseye around certain areas to highlight the stars contained within them. These graphics appear as a two-dimensional overlay on the three-dimensional map.



The course of space phenomena such as an energy ribbon, referred to as the **Nexus**, can be predicted by the computer and displayed on the map, allowing the viewer to follow its journey.



Stars can be displayed as pinpricks of light, or the perspective changed to show more detail on the individual planets contained in a single star system, depending on which format best suits the research.



Lt. Commander Neela Daren

Lt. Commander Neela Daren joins the U.S.S. Enterprise's Stellar Cartography department in 2369 and soon afterward she becomes romantically involved with Captain Jean-Luc Picard, with whom she shares a passion for music.

Although Daren is a dedicated and capable officer, it soon becomes apparent that her relationship with Picard will one day get in the way of duty, and so she requests a transfer off the ship, opting to continue her career elsewhere.

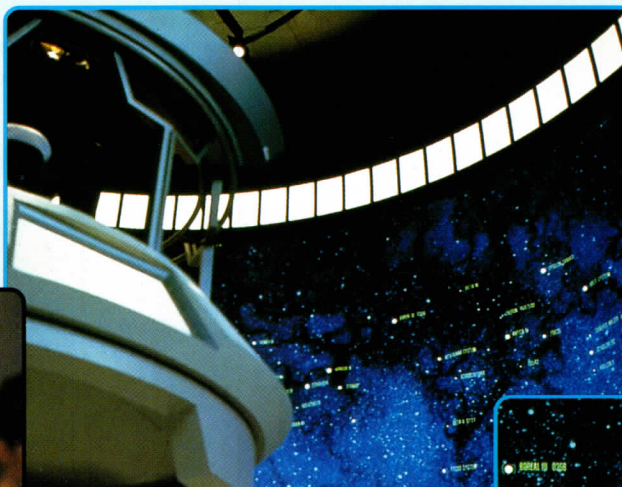
The head of Stellar Cartography holds the rank of Lt. Commander, indicating the department's importance to the overall mission of the U.S.S. ENTERPRISE.



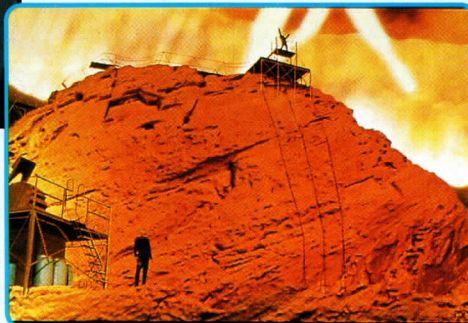
holodeck chamber, and the maps are displayed on the walls in the same way as one would call up a starscape as a romantic background in a recreational holodeck scenario.

The maps are displayed on approximately 75 percent of the wall area, accounting for the viewer's entire forward line of sight. The other 25 percent of wall area, behind the work station, holds the entrance to the room and various readout panels. The stellar maps themselves appear as three-dimensional projections on the two-dimensional wall surface. The maps and varying perspectives adjust depending on the viewer's required specifications and on which type of image best suits the research being carried out.

Other information is displayed on a superimposed overlay that appears similar to the other console readouts throughout the ship. Specific portions of space the viewer wishes to see in greater detail can be located by the mapping computer, targeted with a bullseye graphic, and then enlarged with adjusted perspective.



In 2371, Stellar Cartography successfully projects the path of the Nexus ribbon to the third planet in the Veridian system. It is here that Dr. Soran wishes to rendezvous with the Nexus.



There are times when every starship department plays a more important part in its ship's ongoing mission than the others and, on occasions, even Stellar Cartography has its day. On Stardate 48632.4, Captain Picard and

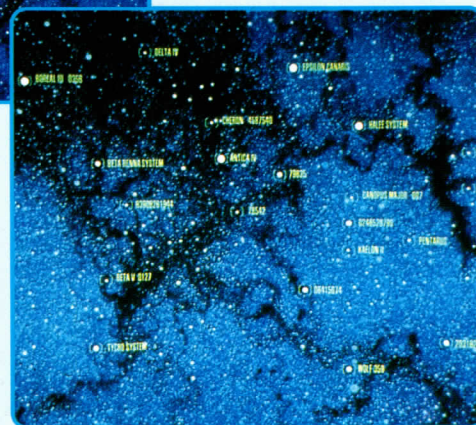


The single console in the center of the room is similar to those found on other areas of the ship such as on the bridge and in Engineering. It provides access to the ship's computer network.

Captain Picard and Lt. Commander Data make use of Stellar Cartography when they need to, but the department has its own dedicated staff who deal with its day-to-day operation.

The star map covers 75 percent of the available wall space. Unlike in a planetarium, the map does not extend on to the ceiling, but ends at the top of the wall. The area behind the viewer is also clear.

If required, the names of each individual star can be placed beside them, allowing easy and instantaneous identification. The U.S.S. ENTERPRISE's computer database contains information on every star system known to Starfleet.



Lt. Commander Data observe the path of a conflux of temporal energy, known as the Nexus ribbon, as it travels through the Alpha Quadrant.

Their study of the path of the Nexus ribbon is necessitated when the destruction of the Amargosa star, caused by Dr. Tolian Soran, raises suspicions. The El-Aurian scientist is intent on reaching the Nexus once again and is willing to destroy whole star systems to do so. Picard and Data, using the Stellar Cartography computer to list anything affected by the star's destruction, display the results on the projected star maps.

Following the Nexus

Once the Captain and Lt. Commander locate and highlight the positions of various celestial objects, taking into account such variables as shifts in the gravitational fields and gamma emissions, they are able to project the course of the Nexus ribbon. The phenomenon's path is then displayed on the star map. Picard and Data then identify the specific star systems, planets, and their classifications. All the evidence leads them to the third planet in the Veridian System.

While they are mapping the ribbon's course, the computer readouts inform them of all relevant information, such as the U.S.S. Bozeman being forced to make minor course corrections due to the gravitational changes caused by the loss of the Amargosa star.

Picard is able to gather the information he needs to track the Nexus ribbon and projects that Soran will destroy the Veridian star and its planets to pull the ribbon to him on Veridian III. Picard then takes the proper course of action to stop this cataclysmic event. The U.S.S. Enterprise is destroyed in the mission, but the information gleaned from Stellar Cartography saves countless millions of lives.



The Nomad Probe

When an interstellar probe from Earth collides with an alien counterpart, the hybrid which results is more deadly than either of its components. This new machine sets itself a revised mission: the destruction of all imperfect life.

OTHER CARDS IN THIS FILE...

2 VGER

SEE OTHER FILES...

UNITED FEDERATION OF PLANETS.....File 7
PROPULSION SYSTEMS.....File 64
STAR TREK (The Original Series)..... File 68

The **Nomad** probe was launched from Earth in August 2002, with a mission to seek out new life forms on other planets, gather all pertinent data, and report back to Earth. Despite its diminutive size – only a meter in length and 500 kilograms in weight – **Nomad** is

a highly sophisticated computer capable of independent logic. Its prototype was later duplicated into a series by its irrepressible creator, **Jackson Roykirk**.

Roykirk was the most respected and resented inventor of his time. He was infamous for his outrageous vision and ceaseless

SIDE VIEW

The structure extending from the top of the probe may be some kind of antenna or sensor array.

This section of the probe fires beams of energy which can wipe memories and kill human beings.

Many areas of the probe have been added since its original construction. Not all of their functions are known.

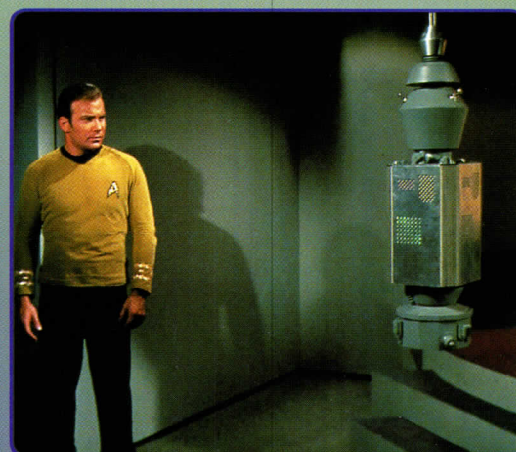
Several buttons and switches on the outside of the probe identify it as an artificial construction. Now it has its own intelligence, few of the original controls work.

The main body of the **NOMAD** probe before its encounter with **TAN RU** contained data banks, transmission equipment, and a data assimilation digital encoder.

The grid-covered panels in the main body casing glow with red and yellow lights which appear to come from inside the probe.

The materials from which the probe is constructed allow it to operate in the vacuum of space without protective shields.

The base section of the probe contain antigrav devices which enable it to hover inside the **U.S.S. ENTERPRISE**.



▲ By the time Captain James T. Kirk of the **U.S.S. ENTERPRISE** encounters the **NOMAD** probe, it has already destroyed several worlds on which it believes the organic populations to be flawed. Unless Kirk can find a way to stop it, the probe intends to subject Earth to the same fate.

determination, and he dreamed of building a thinking machine capable of independent logic. His peers laughed at his fantastic notions until the **Nomad** probe emerged and its impressive range of capacities were acknowledged. Then cynicism turned to caution as other scientists came to fear Roykirk's intentions.

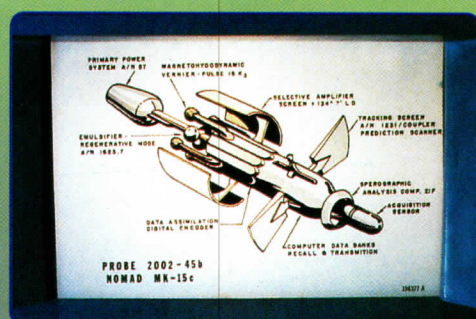
Fears were allayed when Roykirk's final **Nomad** prototype was believed destroyed in a meteor collision. When the inventor died several years later, the **Nomad** series died with him. Inventor and invention disappeared into the annals of history, only to resurface more than two centuries later.

As assumed, the **Nomad** probe was indeed severely damaged by a meteor collision – but

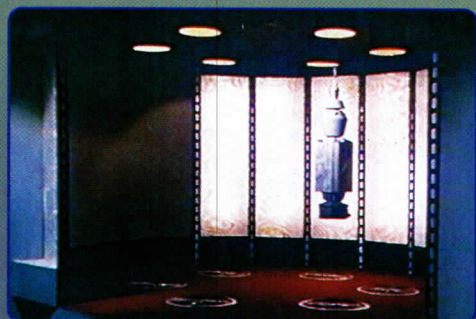
THE NOMAD PROBE

Launched:	2002, from Earth
Creator:	Jackson Roykirk
Type:	Interstellar probe
Crew:	None
Warp drive:	Capable of reaching speeds above warp 15 (old scale)
Length:	1 meter
Weight:	500kg
Firepower:	Equivalent to 90 photon torpedoes

The Nomad Probe



▲ The U.S.S. ENTERPRISE's library files contain information on NOMAD's original mission. It was launched as an automated first contact probe.



▲ After much effort, Mr. Spock and Scotty are able to maneuver NOMAD onto the transporter pad. From here, it can be beamed into deep space.

not destroyed. In the great blast, *Nomad* collides with *Tan Ru*, a passing alien probe. Though its memory banks are destroyed, its sophisticated programming enables it to repair what remains of itself and merge with the alien probe. The machine which results from this union is significantly different from *Tan Ru* and the old *Nomad*.

New direction

With the addition of *Tan Ru*'s extraordinary power and enormous knowledge, *Nomad* becomes part of a superior probe, able to travel at speeds in excess of warp 15 (old scale) and emit bolts of energy equivalent to 90 photon torpedoes. Still under the name *Nomad*, the new probe has a changed mission: to seek out

perfect life forms, as measured by its own relentless logic, and destroy all imperfect ones.

The first biological 'infestations' that fall in its path are in the **Malurian System**. The combined probe systematically destroys the entire population on each of the system's four planets.

Technology and abilities

In its new form, *Nomad* is a deadly and relentless foe. Its fierce energy blasts are a severe threat to a starship's shields, and its extraordinary technical skills are surpassed only by its emotional hostility: it now behaves as a life form, reacting violently to emotional displays by others and to interrogation.

It continues to systematically upgrade mechanical devices and kill 'imperfect' biological ones. The probe, driven by logic, considers biological organisms 'mentally complicated', and therefore flawed, and in response can completely erase memories. However, its destructive capabilities are offset by its healing qualities: it is capable of restoring life to those it has killed. Its ultimate goal is to kill all life on its home planet, Earth.

Nomad's relentless sterilization mission is finally challenged by the U.S.S. *Enterprise* NCC-1701 on Stardate 3541.1.

Facing off against a perfect probe

When his ship comes under attack, Captain James T. Kirk invites the mysterious assailant aboard in an effort to prevent its hostile moves. Once aboard, the probe continues its relentless attack, but the crew are saved by a fortuitous malfunction: *Nomad*'s memory is damaged and, because of the similarity of their names, it mistakes Kirk for its creator, Jackson Roykirk. This makes it yield to the Captain's commands.

In an effort to outsmart the probe, Kirk confesses that he himself is an imperfect biological unit. As he is its creator, *Nomad* must therefore be imperfect too. *Nomad* scans Kirk's medical files and finds this claim to be true, but the plan backfires: instead of disarming *Nomad*, the admission sets it against Kirk.

A face-off of flawed man against 'infallible' machine begins. Kirk swiftly accuses *Nomad* of a second mistake – it did not catch its first error

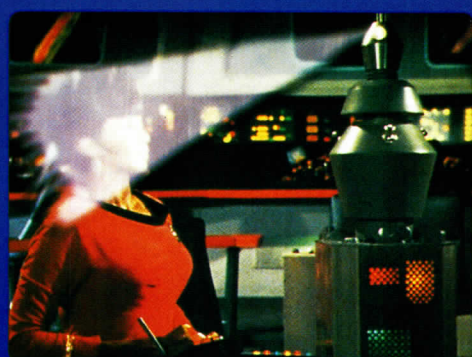
– and a third: it did not correct any of the above. Therefore it is grossly flawed and, according to its mission, must be immediately sterilized. *Nomad* spurns Kirk's accusations, and begins a systematic computer evaluation to prove its logistics. In the probe's weakened processing state, Mr. Spock and Scotty attach antigravs to its metallic casing and hoist it to the transporter room. Here, Kirk orders it beamed into deep space, 212 Mark 10. As *Nomad* barrels through the blackness it finally succumbs to its own twisted logic, sterilizing the Galaxy via self-destruction.



▲ Kirk is used to outwitting aliens, but the mechanical NOMAD has a different reaction. It agrees with Kirk's logic, but reacts by attacking him.



▲ NOMAD kills Scotty in what it perceives is self-defense. It fires a bright white, pulsating wave of energy from the top of its structure.



▲ NOMAD can heal as well as kill: it is able to restore the dead Scotty to life. For all the medical advances of the 23rd century, this is still beyond even the most advanced sickbay.

▶ On first contacting the ENTERPRISE, NOMAD wipes Lt. Uhura's memories. This requires her to be completely reeducated, but luckily causes her no permanent damage.



FILE 43 STARFLEET PERSONNEL

Pavel Chekov

Pavel Chekov is a dedicated Starfleet officer who serves under James T. Kirk for most of his career and rises steadily through the ranks from ensign to commander. Like most of the crew of the *U.S.S. Enterprise*, his ultimate loyalties lie with that legendary ship.

Pavel Andreievich Chekov was born on Earth in 2245, probably of Russian descent. He is an only child.

Chekov has appealing looks and long brown hair. He also possesses a great deal of natural charm, and this affords him some success with the ladies, though no relationship seems permanent. In this regard he seems to emulate one of his heroes: his first commander, **Captain James T. Kirk**.

Ethnic pride

Chekov has a Russian accent at least through to the launch of the *U.S.S. Enterprise NCC-1701-B* in 2293; he pronounces his 'v's as 'w's. He is proud of his heritage and is well known for taking Russian credit for just about

everything. For instance, he reports that the sector of space in which **Sherman's Planet** is located was first mapped by famous Russian astronomer **Ivan Burkoff**, when in fact it was charted by British astronomer **John Burke** of the Royal Academy. He is disparaging of anything obviously not Russian, making comments such as: "Scotch was invented by a little old lady from Leningrad." Many people, however, consider this ethnocentrism to be Chekov's idea of a joke, and do not take him seriously.

Chekov enters **Starfleet Academy** in 2263 and graduates four years later. While there, he temporarily becomes involved with a young woman named **Irina Galliulin**. But while he is dedicating his life to Starfleet ideals, she is becoming increasingly uncomfortable with them.

PROFILE ON CHEKOV

NAME: Pavel Andreievich Chekov

LIFE FORM: Human male

BORN: 2245

STARFLEET SERIAL NUMBER: 656-5827B

STARFLEET RANK: Commander

2263: Enters Starfleet Academy

2267: Graduates Starfleet Academy

2267: Posted aboard the *U.S.S. Enterprise NCC-1701*

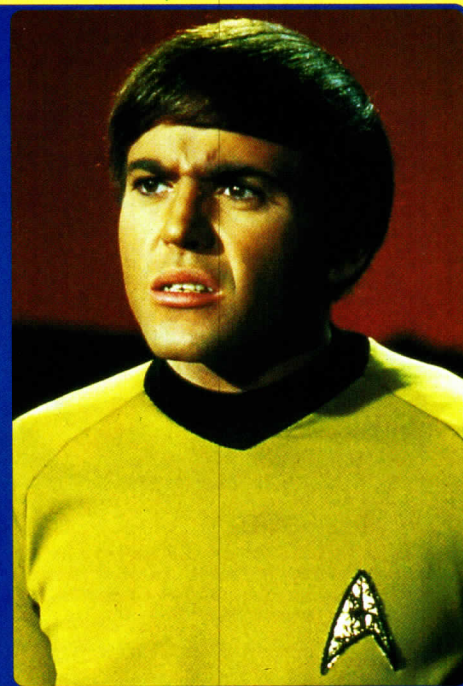
2277: Posted aboard the *U.S.S. Reliant*

2285: Returns to the *U.S.S. Enterprise*

2286: Posted aboard the *U.S.S. Enterprise NCC-1701-A*

2293: Attends the launch of the *U.S.S. Enterprise NCC-1701-B*

FIRST SEEN: 'Catspaw' [TOS]



▲ Chekov is a proud young man who is ready to face whatever adventures the Galaxy throws at him. As a member of Captain James T. Kirk's crew on the legendary original *STARSHIP ENTERPRISE*, excitement is never far away.

ONGOING ADVENTURES

★ Five-year mission

Captain James T. Kirk's first five-year mission is well underway before the young Ensign Chekov joins the crew. Nonetheless, he soon fits in with his crewmates, and proves to be a valuable officer, both as a navigator on the bridge and on landing party duty.



★ Revenge

In 2285, Chekov and his current commander, Captain Clark Terrell, are held captive by Khan, who is seeking revenge on the crew of *U.S.S. ENTERPRISE*.



★ Return

After helping Captain Kirk to steal the *U.S.S. ENTERPRISE*, Chekov finds himself on a *KLINGON BIRD-OF-PREY*, heading into the past to help save the Earth once again.



★ The future

Chekov is one of the members of the old *ENTERPRISE* crew to be guest of honor at the launch of the *U.S.S. ENTERPRISE NCC-1701-B*. Demora Sulu is among the crew.

Pavel Chekov



★ Unexpected cure

The surge of adrenaline Chekov experiences when he is frightened leads to the discovery of a cure for the deadly hyperaging disease afflicting Gamma Hydra IV.



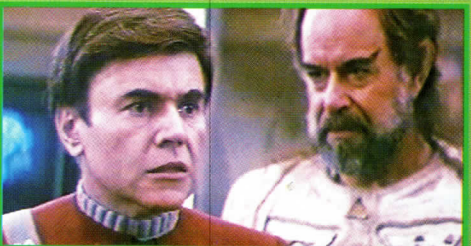
★ No easy surrender

Chekov's survival instinct serves him well when he is forced into a form of gladiatorial combat while a slave of the gambling Triskelion gamblers.



★ Meeting new life forms

Chekov meets aliens from many worlds on his travels. Some are friendlier than others, but all are interesting and unique in their own way.



★ Some regrets

No matter how well a career goes, everyone is left with some regrets, as Chekov discovers when Sybok reveals the inner pains of all the U.S.S. ENTERPRISE crew members.

They part company when she resigns from Starfleet.

By **Stardate 3018.2** in 2267, Chekov is an ensign aboard the **U.S.S. Enterprise NCC-1701** under the command of James T. Kirk. Though the purpose of the voyage is to give him both experience and knowledge, his primary duty station is navigation. In 2285, **Khan Noonien Singh** claims to remember meeting him aboard the *Enterprise* in 2266. Unless Khan is mistaken, this implies Chekov served aboard the ship on his field assignment while still at Starfleet Academy.

Exciting times

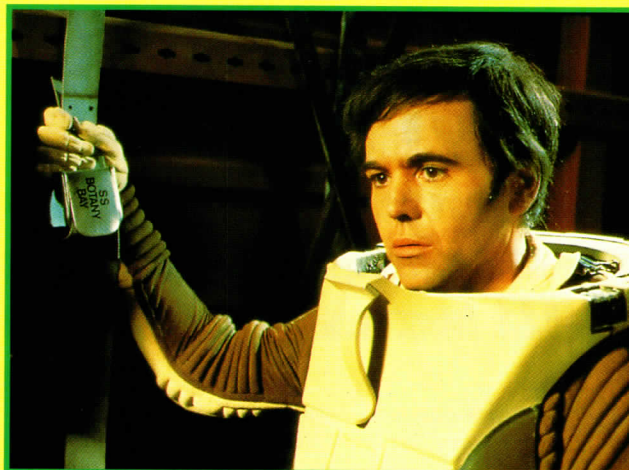
During his years on the *Enterprise*, Chekov experiences many exciting, though sometimes dangerous missions. He often saves the day, although not always directly. On **Stardate 3478.2** he is a member of the landing party that beams down to **Gamma Hydra IV**, and is the only one not affected by a rapid-aging disease. After taking many tissue samples from him, **Dr. Leonard McCoy** discovers that Chekov is immune to the disease because of the natural adrenaline pumped into his system when he was frightened by the unexpected discovery of a partially decomposed human body.

Later experiences

By 2271, Chekov is Chief Security Officer aboard the *Starship Enterprise* under the command of **Willard Decker**, and later **Admiral Kirk**.

Following his time on the *Enterprise*, he is assigned as first officer on the **U.S.S. Reliant**, where he helps **Captain Clark Terrell** search for a suitably dead planet on which to test the **Genesis Device**. Chekov briefly works against Starfleet interests while under the temporary influence of Khan.

After Khan destroys the *Reliant*, Chekov once again joins the crew of the *Enterprise*. Later, in 2285, Chekov helps James Kirk steal the ship so he and his crewmates can look for the body of **Captain Spock** on the **Genesis Planet**.



★ Moving on

Chekov learns a lot from his time serving under Kirk, and this stands him in good stead for what comes afterward. Following his posting aboard the *ENTERPRISE*, he moves on to an assignment aboard the **U.S.S. RELIANT**.

In 2286, along with the rest of the *Enterprise* bridge crew, Chekov travels back in time to 1986. While attempting to escape from a security team aboard the aircraft-carrier *Enterprise*, he is injured so badly that he most certainly would have died had not Dr. McCoy intervened with 23rd-century medicine.

Upon returning to their own time, Chekov and his co-conspirators stand trial for grand theft of the starship and other crimes. All charges are dismissed except one – disobeying direct orders, and that applies only to Admiral Kirk, who is demoted to captain as punishment.

By 2293, and the launch of the **U.S.S. Enterprise NCC-1701-B**, Chekov has become a competent and confident senior officer, famous for having served with James Kirk. He knows **Captain Hikaru Sulu's** daughter, **Demora**, and introduces her to Kirk.

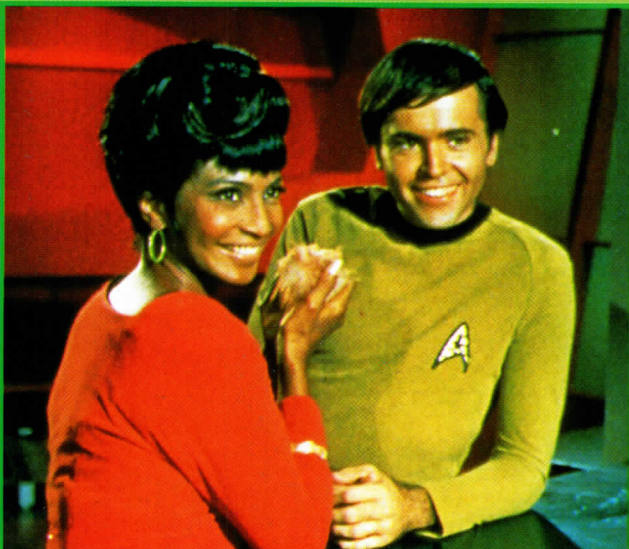
During an emergency, when he discovers that sickbay personnel will not come aboard until the Tuesday following the launch of the new *Enterprise*, Chekov takes the initiative and selects two journalists covering the event to be nurses. Like every officer who ever served with Kirk, Chekov has long since learned to think on his feet.

"He put creatures in our bodies! To control our minds! ... He thought he controlled us, but he did not."

—Chekov on Khan

★ Happy memories

For the most part, Chekov can look back on his career with happy memories. The incident with the tribbles on **DEEP SPACE STATION K-7** makes a particularly amusing tale.



FILE 43 STARFLEET PERSONNEL

Thomas Riker

When Lt. Will Riker is rescued from *Nervala IV*, he has no idea that a transporter accident has created an exact duplicate of him. Riker's 'twin' returns to *Starfleet* after eight years alone on the planet, but he finds it harder than he expected to pick up where he left off, and chooses a different path.

In 2361, the **Federation** starship **U.S.S. *Potemkin* NCC-8253** is tasked with evacuating a science team from a research station on the planet **Nervala IV**.

Lieutenant William Riker, who is at that time posted to the *Potemkin*, is coordinating the evacuation when a dangerous energy distortion field covers the entire planet.

The distortion field makes it difficult for the *Potemkin*'s transporter beam to function. In an attempt to beam Riker, the last person still on the planet, through the distortion, the transporter officer uses two beams; one of these successfully

transports William Riker onto the *Potemkin*. The ship departs *Nervala IV*, and the young lieutenant is later awarded a medal for the exceptional valor he showed during the mission.

But, unbeknownst to the *Potemkin* crew, the second beam is reflected back to the planet, and results in the creation of a duplicate Riker, who then finds himself marooned on the surface as his unsuspecting colleagues leave.

Different destiny

This duplicate Riker spends the next eight years stranded on the surface of *Nervala IV*, alone, until the planet is once again visited by a **Federation** starship –

the **U.S.S. *Enterprise* NCC-1701-D**. To Riker's amazement, and by an astounding coincidence, the Executive Officer on this ship is Will Riker, and the Counselor is **Deanna**

Troi, with whom Will was romantically involved at the time of the *Nervala IV* mission.

While physically the two men are exact replicas of one another, these identical

twins have lived radically different lives in the eight years following their separation. The Will Riker who returned to the *Potemkin* has enjoyed a successful *Starfleet* career

PROFILE ON THOMAS RIKER

NAME: Thomas Riker

LIFE FORM: Human male; a transporter double of *Starfleet* officer Commander William Riker.

STATUS: Former *Starfleet* lieutenant serving aboard the **U.S.S. *Potemkin*** and **U.S.S. *Gandhi***, currently in Cardassian custody for crimes committed with the Maquis resistance movement.

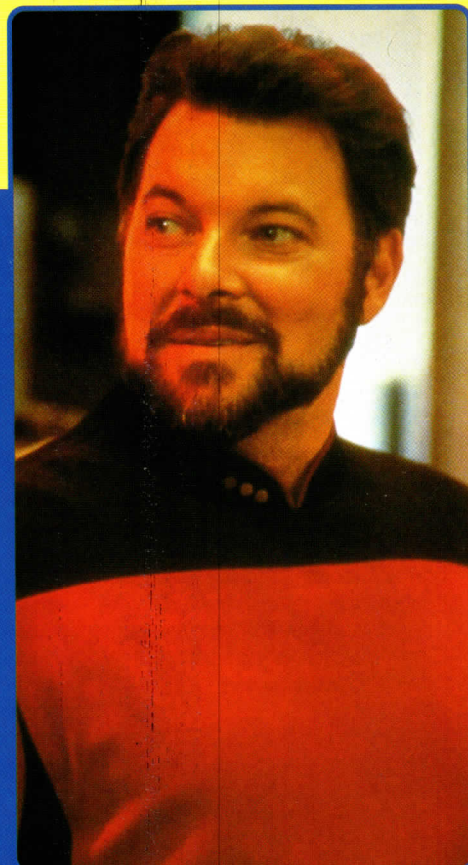
2361: Created by a transporter accident.

2369: Rescued from *Nervala IV*.

2370: Resigns from *Starfleet* and joins the Maquis freedom fighters.

2371: Hijacks the **U.S.S. *Defiant*** from *Deep Space Nine* in order to uncover a Cardassian plot in the Oria Sector.

FIRST SEEN: 'Second Chances' [TNG]



▲ 'Tom' Riker has the chance to make a fresh start. Although it's difficult to live in the shadow of such a famous and successful 'brother', Tom will always fight for what he thinks is right – whether he's with *Starfleet* or the Maquis.

PULLING TOGETHER



★ **Nearly fatal**
When Commander William Riker and his newfound double, Thomas, visit *Nervala IV* to access the computer core, they face a life or death situation. When an access bridge collapses, Thomas nearly plunges into the depths of the planet, but William's determination to help his double saves Thomas.

★ **One or the other**
Thomas, clinging desperately, tells William to let go as one of them has to get out. Thomas is willing to sacrifice himself to save William; William is just as willing to die himself.



★ **Rough living**
Years of living on *Nervala IV*, away from the comforts and facilities of *Starfleet*, have taken their toll on Riker. He looks haggard and scruffy when the **U.S.S. *Enterprise*** crew discover him.



Thomas Riker



★ **Duped**
Thomas Riker masquerades as his 'twin' when he comes aboard DEEP SPACE NINE. William Riker commands such respect in Starfleet that by using his name, Tom is able to get Major Kira to show him around the U.S.S. DEFIANT, which he then hijacks.

"I know it's been a long time since we've been together, and I know your feelings have changed. Mine haven't. I can't just give up. I'd like to be with you again."
 — Thomas Riker to Deanna

which he chose to put above his relationship with Deanna. That he turns out to be his 'twin's' rescuer is one of the strange twists of fate that the universe seems fond of dealing out.

One is tempted to call the two men clones, but as **Dr. Beverly Crusher**, Chief Medical Officer of the *U.S.S. Enterprise* points out, they share not only their physical DNA, but also their memories – at least up until the point when the transporter malfunction creates two versions of the original Lieutenant William Riker.

What surprises both men in the period immediately after their reunion is not what they have in common, but their differences: differences that border on open hostility. But, as **Worf** points out, perhaps each man sees in the

other a mirror image of the traits that he dislikes in himself. However, retrieving data from Nerval IV forces both Rikers to work together, and this begins a bonding experience between them. Sadly, the duplicate Riker's attempts to rekindle his romantic relationship with Deanna Troi meet with limited success.

Time to go

It is evident that the two men cannot remain on the same starship, and so **Captain Jean-Luc Picard** finds a suitable posting for the duplicate Riker – who takes the name Thomas, his middle name, in order to distinguish himself from his copy – on the *U.S.S. Gandhi* NCC-26632. It is time for Thomas Riker to make a life of his own, and to try to forget that someone else

is living the life that should be his. It will not be easy, but he knows he has to try. He leaves on the *U.S.S. Gandhi*, which is heading for a terraforming mission in the **Langana Sector**. He takes with him a cherished trombone, a memento of his past and a gift from his 'twin'.

Picking up the pieces

Tom Riker does his best to continue his Starfleet career after essentially being locked in a stasis field for eight years. But he is still only a lieutenant, and his years of isolation have caused him to evolve into a person who is very different from his duplicate. After a year of service on the *Gandhi*, Tom Riker comes to realize how much his time on Nerval IV has changed him from the man he once was. His destiny now lies along a different path.

Tom resigns from Starfleet and joins the **Maquis**, freedom fighters who battle against **Cardassian** tyranny in the **Demilitarized Zone** between Cardassian and **Bajoran** space. As a member of the Maquis, Tom undertakes a dangerous mission to expose a secret Cardassian military buildup in the **Orias System**. To accomplish this, he poses as William Riker and is able to hijack the *U.S.S. Defiant* from *Deep Space Nine*.

Revelations

Although captured, Tom is able to expose the Cardassian plot – a secret operation by the **Obsidian Order** about which the Cardassian authorities knew nothing – and stop it. In order to enable his crew to escape and to return the *Defiant* to the Federation, Tom Riker goes along with **Major Kira Nerys's** suggestion: he agrees to give himself up and face Cardassian justice. At the end of the day, Riker can still see that doing what is best for his people is preferable to dying a hero.

Although his crime would, under normal circumstances, warrant a death penalty, **Captain Benjamin Sisko** is able to negotiate a deal whereby he is spared execution and is instead sentenced to life imprisonment at the **Lazon II** labor camp. He is still serving that sentence, but Major Kira has sworn that somehow, she will get him out. So far, she is yet to make good that promise, but if there is a way to release Tom, one can be sure that Kira Nerys will find it.



★ Defiant

On the bridge of the U.S.S. DEFIANT, Riker must face the fact that he has now stepped too far outside the law. Even if the Cardassians are building a fleet, this is not the way to go about uncovering their plot.



★ Maquis crewmates

Thomas Riker is dressed in Starfleet uniform, but his colleagues in the Maquis wear civilian garb. Like him, they are all convinced that what they are doing is right and justified.



★ Exact image

Tom Riker is the spitting image of the 'real' William Riker. The two men share DNA and memories, but the psychological effects of being stranded alone for eight years have ensured that they have a very different outlook.



★ Unwanted help

Major Kira Nerys, although a former terrorist herself, does not agree with what Tom is doing. She argues with him while she is on the U.S.S. DEFIANT, but later does everything she can to ensure that he is not killed by the Cardassians.

The Atavachron

When the people of **Sarpeidon** discover that their star, **Beta Niobe**, is about to go nova, they know their planet is doomed. The race lacks space travel technology, but they do have another means of escape: through time, using the sophisticated **atavachron**.

The **atavachron** is a time travel device, complete with temporal portal, developed on the planet **Sarpeidon**. Sarpeidon is home to a highly technologically advanced humanoid race, although initial **Starfleet** reports indicate that the inhabitants have never developed space flight capabilities. When the **Sarpeidons** discover that their sun, **Beta Niobe**, is about to go nova they decide to use the atavachron to escape into various periods of their planet's past.

Prior to this, the Sarpeidons had used time travel to exile criminals to the past, suggesting that the technology had been available to the planet for some time rather than developed specifically as a response to the impending supernova. For example, the atavachron is used to exile a Sarpeidon woman

named **Zarabeth** to the ice age, 5,000 years past, after two of her family conspired to kill the planetary leader, **Zor Khan**. Zor Kahn is notorious for using the atavachron to send his enemies and their families to places in his planet's history where they will never be found again.

Trapped in the past

The atavachron alters the time travelers' physiological state, including their cellular structure and brain patterns. This makes life in their new time seem natural, thus making it easier for them to adapt to their new environment. Unfortunately, side effects of this transformation make it impossible for the traveler to return to the present time; if a return trip is attempted, it results in instant death.

Alternatively, if a traveler is not



▲ **Mr. Atoz is the librarian tasked with ensuring that the entire population of the doomed planet Sarpeidon is sent to safety through the atavachron time-travel device.**



▲ **The atavachron can send travelers to any period from the planet's long history. In the past, it has been used to exile criminals to hostile eras, such as an ice age 5,000 years ago.**

The atavachron is a sophisticated device. Before journeying through the portal, the traveler must be 'prepared' on a cellular level. This cellular transformation makes return travel impossible.

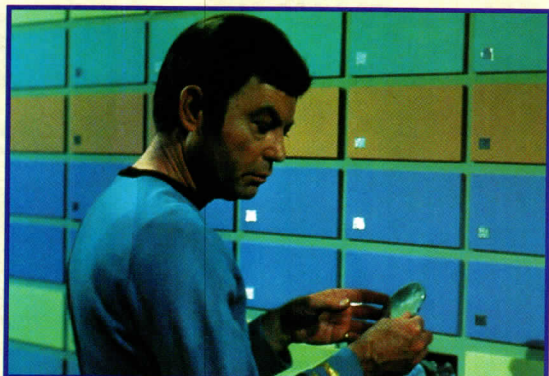
Journey to the past

This unique way of dealing with their planet's inevitable destruction allows the entire population of Sarpeidon a chance to live out their lives in different circumstances. They cheat their fate, but a new one awaits them.

The extensive library contains over 20,000 choices on every era of Sarpeidon's past. The traveler can choose his or her favorite time.

A three-legged viewer shows the information contained on the library disks. Images of the destination appear on the disks before the traveler walks through the portal.

The Atavachron



◀ The library contains row upon row of reference material, giving detailed information on the various eras of the past. The information is well organized into small sections which make retrieval easy.



◀ The data is stored on small disks which resemble the compact disks used to store information on late 20th-century Earth. The disks, approximately 10cm in diameter, are made of a reflective metal.



◀ After selecting the disk and inserting it into the top of the viewing device, images of the era appear. This activates the system, and the 'prepared' traveler can journey into the past through a portal.

properly adjusted to pass through the atavachron into the past, he or she can only survive for a few hours in the new time and environment before succumbing to cellular failure.

Extensive library

Beneath the planet's surface, the Sarpeidons build an enormous library, containing row upon row of multicolored storage units that slide open. The librarian is **Mr. Atoz**, a slight man with a number of android replicas who serve as his assistants. In 2269, he supervises the transfer of his entire race to their past via the atavachron, until he is the last inhabitant remaining on the planet.

The library contains over 20,000 **versim** tapes from which individuals can choose a new home from any era of Sarpeidon's history. The entire history of the planet is available in every detail,

from the broadest categorizations such as the millennium or the century, to the narrowest – a specific date or even an exact moment.

The time portal is directly linked to specialized versim disk viewers. The viewer is a tabletop device, composed of an unknown metallic substance. It comprises three legs and a central stem to which the actual versim disk is inserted for viewing. These disks are similar in size and appearance, though slightly thicker, to a late 20th-century Earth data storage system known as compact disks. The versim disks themselves display the images of the information stored on them, allowing the viewer to take a look into the past.

The time portal gateway appears to be nothing more than an opening leading to another library section. However, when accessed, this portal opens to the period last

viewed on the versim disks.

The atavachron itself is a large console comprising a control panel, multihued readouts, and a large circular viewscreen. Travelers are not allowed to touch the controlling mechanism of the atavachron itself. Once a time period selection is made, the traveler is medically prepared by Mr. Atoz to pass through the time portal to their chosen destination.

Discovered by Starfleet

The Sarpeidons' plan to escape to the past via the atavachron comes to the attention of Starfleet only a short time before the planet's destruction. When a

landing party from the **U.S.S.**

Enterprise NCC-1701 beam down to the planet, Mr. Atoz mistakes the crew members for fellow citizens of his planet, there to seek escape. **Captain Kirk** ends up in a Sarpeidon time period similar to that of Earth's 17th century Europe, while **Dr. McCoy** and **Mr. Spock** are sent to Sarpeidon's ice age.

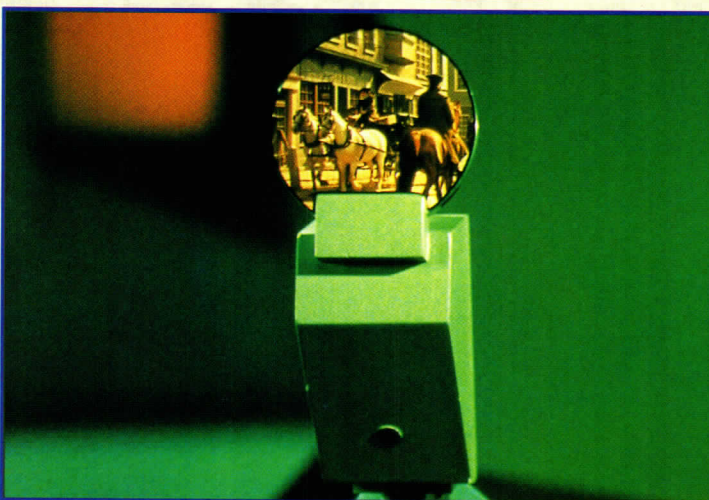
Fortunately, the *Enterprise* crewmen are able to make their way back to the present just in time to return safely to their ship. His task completed, Mr. Atoz makes his escape into his chosen past era just moments before Beta Niobe goes nova.



◀ By the time the landing party from the **U.S.S. ENTERPRISE** arrive on Sarpeidon, the entire population has been evacuated to the past. Mr. Atoz is the only one left in the present day.



◀ A viewer allows the traveler to see various periods from Sarpeidon's history, and then pinpoint the exact moment in which they want to make their new life. Normally, travelers cannot return from the past.



◀ Sarpeidon's history appears to have followed a similar pattern to that of Earth, with a steady development of technology over many centuries.



'Elementary, Dear Data'

When Dr. Pulaski suggests that the android Data is incapable of deductive reasoning, Geordi programs the holodeck to create a worthy adversary so that Data can prove her wrong. But they soon realize that the computer has done its job too well...

CAPTAIN'S LOG
STARDATE 42286.3

"We have arrived on schedule at coordinates 3629 by 584, three days early for our rendezvous with the U.S.S. VICTORY. There is nothing to do now but hold this position and wait."

Geordi La Forge has asked to see Data urgently. Data finds his friend putting the finishing touches to a scale model of an ancient sailing ship, a gift for Captain Zimbata of the U.S.S. Victory, with whom Geordi served when he was still an ensign. But he called Data for another reason: it is time for Geordi to play Dr. Watson to Data's Sherlock Holmes in a new holodeck scenario.

Geordi and Data enter the holodeck. It is a particularly realistic program which greatly impresses Geordi, and both he and Data are soon playing their roles with enthusiasm. Soon, Inspector Lestrade calls, asking for Sherlock Holmes' help to solve a crime: he has a foreign ambassador with him who claims he has had his pocket picked by gypsies. Immediately, 'Holmes' solves the crime, but Geordi stops the program. Data has not worked out the clues; he has merely memorized all the stories and so knows the outcome. Geordi fails to see the fun in this; he was looking forward to the mystery, and to attempting to solve it.

Android mind

Dr. Pulaski thinks Geordi is wasting his time with Data. She says the android will never understand the human soul in the way that Sherlock Holmes did, and therefore doesn't have a hope of really solving a crime. Geordi disagrees, and suggests getting the computer to create a program 'in the Sherlock Holmes style', rather than a direct representation of one of the stories, so that Data won't know the outcome. Data accepts the challenge.

Data, Geordi, and Pulaski enter the new program, and are soon engaged in solving a new crime. But Pulaski is still not satisfied; the scenario incorporates elements from two other stories, and she doesn't believe it is a real test. They call up the arch to leave, but as they do so one of the holocharacters watches them. It is Professor Moriarty, Sherlock Holmes' greatest foe.

Outside the holodeck, Geordi reprograms it again, this time asking it to "really challenge Data" – to create an adversary capable of defeating him. At the same moment, Worf records an odd power fluctuation, but it appears temporary and things soon return to normal.

ON SCREEN...



1 Geordi has made a scale model of an ancient sailing ship to give to his old friend Captain Zimbata.



2 Data's Sherlock Holmes holoprogram is particularly convincing. The great detective's study is lovingly reproduced.



3 Dr. Pulaski does not think an android can really solve crime. Data hopes to prove her wrong in a 'Holmes-style' scenario for which he has not read the outcome.



4 Data solves the crime quickly, but Dr. Pulaski thinks this is only because it contains elements from other stories. She does not consider it a real challenge.



5 An amazed Professor Moriarty views the holodeck arch. This should not be possible for holocharacters.



6 When Geordi and Data arrive at his rooms, Moriarty knows they are not who they claim. He again summons the arch.



'Elementary, Dear Data'

Back in the holodeck, Moriarty calls for the holodeck arch and, amazingly, it appears. Meanwhile, 'Holmes' and 'Watson' hear a scream: Pulaski has been abducted. Data deduces clues from the footsteps, and as they set off in pursuit of the kidnappers he claims that his deductions are just that – they are not elements from a story.

Data leads Geordi to a musty warehouse and to a secret room, where they find Moriarty. Remarkably, he is aware that his visitors are not the 'real' Holmes and Watson; he has Pulaski, and says he will injure her if necessary. Moriarty is very confused by what is happening. He is aware of other realities on the edge of his perception, and wants the visitors to explain; he calls the holodeck arch to prove his awareness of it. Override protocols on the holodeck have been disabled.

Desperate measures

Geordi and Data leave the holodeck. At a meeting of the senior crew, it becomes apparent that the computer has done exactly what Geordi asked it to do: it has created an adversary who is a worthy opponent for Data, but this means an opponent who is sentient. Worf suggests taking a security team to sweep the holodeck and rescue Pulaski, but it is thought that this might put her in more danger. **Troi** can feel emotions coming from the holodeck, which can only be generated by the holocharacters. Suddenly, the *Enterprise* is rocked; control of the ship has been transferred to holodeck 2. **Picard** suggests that he and Data return to the program.

Back in the holodeck, Moriarty quizzes Pulaski, but she refuses to answer any of his questions and claims she doesn't know anything.

When Picard, Data, and Worf enter, the real and the illusory begin to mix; the holodeck walls can be seen, and they guess that Moriarty is trying to alter the program. Picard confronts Moriarty, who causes the *Enterprise* to rock violently once again. Picard explains that once Moriarty defeats Data, the program will be over and he will disappear. Data admits defeat, but Moriarty says that he wants to continue to exist. He understands the nature of what he is.

Picard tells Moriarty that he is not alive. If he steps off the holodeck he will cease to exist, but Moriarty counters by asking why Data can be considered to be alive but not him; like Data, he has moved beyond his

original programming. He thinks, therefore he is. Picard admits that he cannot do as Moriarty asks; he does not know how to convert holomatter into a more permanent form. But Moriarty does not want to 'die', and Picard does not want to 'kill' him.

Moriarty calls up the arch and transfers control back to the main computer. He tells Picard to go; his fate is in the captain's

hands. Picard offers to save the program until they find a way to bring Moriarty back permanently. He does this, and the crew members leave the holodeck.

Later, Picard visits Geordi and admires his model ship, which will soon be repaired after the damage it sustained in Moriarty's attacks. Like the crew, it has survived the ordeal in perfect working order.

ON SCREEN...



7 The senior staff realize that the computer has done exactly as Geordi requested, but a true adversary for Data needs to be as sentient as he is, hence Moriarty's self-awareness.



8 Picard and Worf, wearing appropriate costumes, accompany Data into the holodeck. A standard security sweep may place the kidnapped Dr. Pulaski in even greater danger.



9 Moriarty wants Dr. Pulaski to explain the truth to him, but she claims to know nothing about what is happening. His actions are very civilized, but he says he will hurt her if he needs to.



10 The Professor has transferred control of the holodeck to himself. He is aware that he is on a ship of some kind, and has learned more about the vessel from the consoles in the holodeck arch.



11 By pulling a lever, Moriarty causes the ship to rock violently. His actions cannot be stopped as the holodeck controls cannot be accessed. He can effectively hold the entire U.S.S. ENTERPRISE to ransom.



12 Picard admits that he does not know how to convert the holographic Professor Moriarty to a more permanent form, but promises that he will save the program until he can find out. Moriarty has no choice but to let him go.

STARSHIP FACTS

A Dr. Pulaski has never been in such a sophisticated holodeck before; this is her first visit to the facility since coming aboard the U.S.S. *Enterprise*.

A The model Geordi is building for Captain Zimbata is a scale representation of the famous sailing vessel *Victory*. He regrets that he never served on the original ship.



FILE 70 STAR TREK: DEEP SPACE NINE

'Civil Defense'

When Miles O'Brien and Jake Sisko accidentally trip an automated security program left behind by the Cardassians, *Deep Space Nine* is threatened with self-destruction ... until Gul Dukat attempts to strike a bargain with the station's crew.

'CIVIL DEFENSE'

"If this security code thinks there's been some kind of worker revolt, then it must also think that the station is still under Cardassian rule ... so it's probably waiting for us to enter some kind of emergency code." — Bashir

"One that they never bothered to tell us when they left." — Kira

Chief O'Brien and Jake Sisko are deleting a number of old Cardassian computer files in one of *Deep Space Nine*'s abandoned ore processing units, where they are joined by Commander Sisko. When Jake's failure to delete a nameless file brings a request for a security code the trio do not have, the unit's doors are sealed off; the computer believes that Bajoran mineworkers are in revolt, and is initiating security countermeasures.

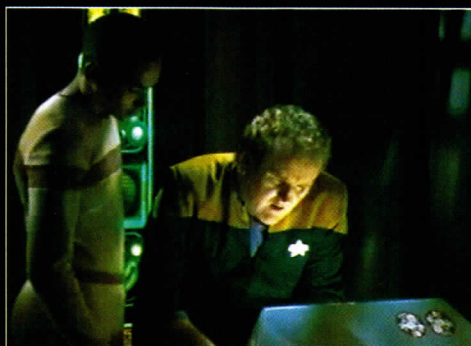
A recording of Gul Dukat, the previous commander of the station, informs the 'revolting workers' that neurocine gas will be released into the unit if they do not surrender. Jake manages to crawl through a pipe and release an escape hatch just before the gas is activated, but he, Sisko, and the Chief now find themselves in an ore loading bay. Their escape has set off a stationwide 'counter-insurgency program': unless the Cardassians regain control immediately, the station will self-destruct in two hours.

Gul Dukat to the rescue

Gul Dukat materializes in Ops and offers to enter his personal codes and stop the auto-destruction ... as long as he is allowed to re-establish a Cardassian garrison on *Deep Space Nine*. However, when Dukat tries to beam back aboard his ship, the computer accuses him of abandoning his post while the station's self-destruct sequence is engaged, and wipes his clearance codes.

Dax creates a power surge which knocks out the forcefields erected by the computer, enabling Ops to re-establish contact with Sisko. Having managed to blow their way out of the loading bay, Sisko and O'Brien suggest that the imminent reactor explosions can be directed onto the station's recently upgraded deflector shields. O'Brien and Sisko manage to reach the shields through a burning corridor, but the Chief is injured and loses consciousness. Jake goes back for O'Brien, and Sisko is able to successfully direct the explosions onto the shields. *Deep Space Nine* is saved from destruction.

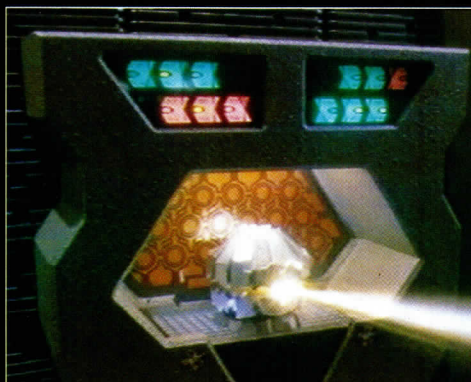
ON SCREEN...



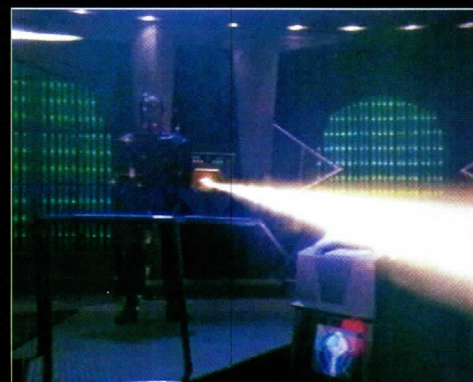
1 Chief O'Brien and Jake Sisko discover that deleting the Cardassian files from *DEEP SPACE NINE*'s system is a far from simple task.



2 The security measures trap O'Brien, Sisko and Jake in the locked-in processing bay. There is no obvious means of escape.



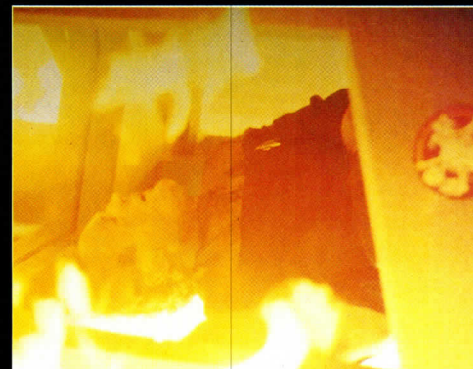
3 Without the necessary Cardassian security codes, the program begins to fire neurocine gas into the station to subdue the 'mineworkers'.



4 While patrolling the Demilitarized Zone, Gul Dukat has received a distress call - from himself. He arrives on the station with an offer of help.



5 Commander Sisko realizes that Chief O'Brien is trapped behind him in the conduit. Time is running out, but Jake goes back to help his injured friend.



6 Luckily, at the last minute some extra uridium explodes next to the escape conduit, providing Jake and O'Brien with another way out.

STARSHIP FACTS

Garak remarks that Gul Dukat's father once admitted that "his ambition outweighed his patriotism."





'Meridian'

While exploring the Trialus sector of the Gamma Quadrant, the crew of the *U.S.S. Defiant* are astonished to witness a planet appear out of nowhere. This is Meridian, a world that exists physically only once every 60 years.

On board the *U.S.S. Defiant*, the crew observe an immense disruption in the fabric of space. When it clears, they are amazed to see a planet, where previously there was only a void. Sisko receives a message from the planet's representative, Seltin Rakal; she explains that her planet, Meridian, has shifted "from a dimension that intersects with this one."

Sisko, Dax, O'Brien, and Bashir beam down to Meridian. Deral, another inhabitant, tells Dax that in their other dimension the Meridian people exist only as pure consciousness. They have waited 60 years for this brief period of physical existence, but in 12 days Meridian will shift back to its non-corporeal state.

O'Brien sends a probe into the Meridian sun. Telemetry from the probe shows that fusion reactants in the sun's core are out of balance; this builds to a cascade reaction at a quantum level, and triggers the dimensional shift. If the reaction can be stabilized, Meridian can be kept corporeal for longer.

Preparing for a new life

Unfortunately, there simply isn't enough time to stabilize the sun's cascade reaction before Meridian disappears for another 60 years. Dax has fallen in love with Deral, and decides to stay with him on Meridian; she bids a tearful goodbye to Sisko, O'Brien, and Bashir, then beams down to the planet in preparation for its dimensional shift.

However, sudden seismic activity on Meridian indicates that a singularity in the planet's quantum matrix is interfering with the shift. That singularity is Dax: her presence is destabilizing the matrix. As the rest of the Meridian people become non-corporeal, Dax is beamed back aboard the *Defiant*. Sisko later comforts her with the knowledge that Meridian shifted normally once she was away, but she says she needs some time to get over what has happened: "just 60 years."

STARSHIP FACTS

Quark creates a recording of Kira for a wealthy customer who wants his own private holoversion of her. Kira gets her revenge by substituting Quark's image for her own.

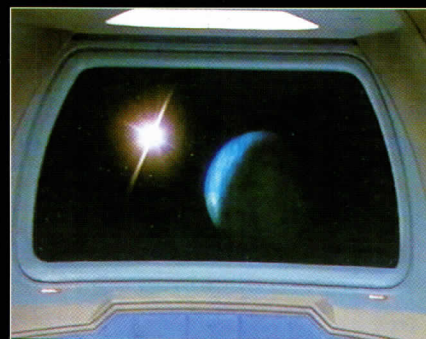
COMMANDER'S LOG STARDATE 48423.2

"Despite the continuing threat posed by the Dominion, I've convinced Starfleet that we must continue our exploration of the Gamma Quadrant."

ON SCREEN...



1 As the *U.S.S. DEFIANT* continues to explore the Gamma Quadrant, the crew come across a huge disruption in the fabric of space.



2 A planet appears from nowhere: this is Meridian, a world which exists in our universe for only a few days once every 60 years.



3 The *U.S.S. DEFIANT* crew are invited to join in with an important Meridian festival, the 'first meal' feast which marks the planet's return to a physical state.



4 Dax falls in love with the Meridian Deral, and is willing to give up her physical state to stay with him.



5 Dax's presence is causing problems in Meridian's quantum matrix. Despite their wishes to the contrary, Dax and Deral will have to part company.



6 Deral and the other Meridians return to their non-corporeal state. It will be another 60 years before they return to our physical space again.

C continued

Carlson, Professor Jeff This idealistic American scientist was placed in charge of communicating with the three lost **Ferengi** who arrived at Roswell, New Mexico, in 1947. He later helped them escape from U.S. military custody. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILES 51, 70**

Carmichael, Mrs. Landlady in 19th century San Francisco. Mrs. Carmichael rented an apartment out to an unusual group of actors led by a 'Mr. Pickerd'. She found that they were late paying the rent. (*Starship Log*: 'Time's Arrow' Part II [TNG]) **SEE FILES 44, 69**

carnivorous rastipod A meat-eating animal, known for its graceless movement. (*Starship Log*: 'Progress' [DS9]) **SEE FILE 70**

Carolina, U.S.S. A **Federation** vessel. The **Klingons** sent a fake distress call from the U.S.S. *Carolina* in an attempt to disrupt negotiations on **Capella IV** in 2268. (*Starship Log*: 'Friday's Child' [TOS]) **SEE FILES 31, 68**

carotid arteries The two major arteries in most humanoid necks that carry blood to the head. The drug **ketracel white**, to which the **Jem'Hadar** are addicted, is fed directly into the carotid artery. (*Starship Log*: 'The Abandoned' [DS9]) **SEE FILE 70**

Carraya System This star system is the site of a secluded POW camp, established clandestinely by the altruistic **Commander Tokath**, where **Romulans** and their **Klingon** captives have lived together in benevolent, cooperative fashion for more than 25 years. (*Starship Log*: 'Birthright', Parts I and II [TNG]) **SEE FILES 11, 12, 69**

Carrington Award This prominent honor is bestowed by the **Federation Medical Council** for distinguished accomplishment in medicine. In 2371, **Dr. Julian Bashir** became the youngest Carrington nominee ever. **Dr. Henri Roget** eventually received that year's award, but Bashir's achievement is still remarkable. (*Starship Log*: 'Prophet Motive' [DS9]) **SEE FILES 43, 70**

Dr. Julian Bashir, Chief Medical Officer aboard the Federation space station DEEP SPACE NINE, was the youngest person ever to be nominated for the prestigious Carrington Award. Although another nominee was the eventual winner, Bashir was honored by the nomination.



Romulan guards and their Klingon prisoners learned to live in peace at a very unconventional prison camp in the Carraya System. The Klingon survivors of the Khitomer massacre came to forgive their Romulan conquerors, and members of the two races even interbred to produced mixed-race children.

Carstairs, Ensign This **Starfleet** geologist was selected by the U.S.S. *Enterprise NCC-1701's* M-5 computer for a landing party to **Alpha Carinae II** in 2268, due to his merchant marine mining experience. (*Starship Log*: 'The Ultimate Computer' [TOS]) **SEE FILES 20, 68**

Cartalian fever **Jake Sisko**, while writing a profile of **Dr. Bashir**, briefly wished for an outbreak of this plague-like illness so that his story would contain a suitable life-and-death struggle. (*Starship Log*: '... Nor the Battle to the Strong' [DS9]) **SEE FILES 44, 70**

cartilaginous lining This thin, pliable overlay on the tongues of members of the **Bolian** race protects against even the most corrosive acids. (*Starship Log*: 'Flashback' [VOY]) **SEE FILES 7, 71**

Cartwright, Admiral This conservative, anti-**Klingon Starfleet** officer conspired in the 2293 assassination of **Chancellor Gorkon**. Cartwright had previously commanded Earth's emergency operations during the alien 'whale' probe siege of 2285. (*Starship Log*: *Star Trek IV: The Voyage Home*; *Star Trek VI: The Undiscovered Country*) **SEE FILES 19, 43, 75, 77**

cascade anomaly An ongoing and often catastrophic failure of a dynamic system. It can occur in the positronic matrix of an android. (*Starship Log*: 'Inheritance' [TNG]) **SEE FILES 55, 69**

cascade reaction A similar failure to a cascade anomaly, which can sometimes be controlled for a useful purpose. **Rom's** attempt to modulate a cascade reaction inadvertently landed his **Ferengi** shuttle in 1947 America. (*Starship Log*: 'Little Green Men' [DS9]; 'State of Flux' [VOY]) **SEE FILES 70, 71**

Casey This **Starfleet** crewman serves as a member of the U.S.S. *Enterprise NCC-1701-D's* security corps. He assisted **Worf** and **Riker** in regaining access to the bridge on **Stardate 44085.7**. (*Starship Log*: 'Brothers' [TNG]) **SEE FILES 25, 69**

Carlson, Professor Jeff
Carmichael, Mrs.
carnivorous rastipod
Carolina, U.S.S.
carotid arteries
Carraya System
Carrington Award
Carstairs, Ensign
Cartalian fever
cartilaginous lining
Cartwright, Admiral
cascade anomaly
cascade reaction
Casey
Cassandra
Castal I
Caster
Castillo, Lieutenant Richard
cat, Circassian
cat, Tarchee
Cataria, Lake
Catualla
caviar
Cavit, Lieutenant Commander
Caylem
Ce Acatl
celebium
celery
Celestial Auctioneers
Celestial Temple



Admiral Cartwright hated Klingons but, ironically, he was willing to work with them to sabotage the peace talks of 2293.



A cascade reaction aboard Rom's FERengi SHUTTLE landed him and his family in Earth's past where, due to defective universal translators, they had great difficulty communicating with humans.



Cassandra This member of the **Orellius Colony**, and follower of **Alixus**, attempted to seduce **Benjamin Sisko** into leaving **Deep Space Nine**. She ultimately returned to the colony alone. (*Starship Log: 'Paradise'* [DS9]) **SEE FILES 4, 43, 70**

Castal I The son of **Talarian** captain **Endar** was mortally wounded on this planet during a clash with **Federation** forces. (*Starship Log: 'Suddenly Human'* [TNG]) **SEE FILES 3, 69**

Caster Author of children's books, including the 17-volume 'Down the River Light.' **Dax** read the entire work to **Neema** when she was hospitalized with **Regulan fever**. (*Starship Log: '... Nor the Battle to the Strong'* [DS9]) **SEE FILE 70**

Castillo, Lieutenant Richard Castillo was the helm officer aboard the **U.S.S. Enterprise NCC-1701-C** when a temporal rift sent the ship into an alternate future. He eventually returned the ship to the past to restore the timeline. (*Starship Log: 'Yesterday's Enterprise'* [TNG]) **SEE FILES 5, 24, 43, 69**



When the **U.S.S. ENTERPRISE NCC-1701-C** was transported through time and its captain was lost, the surviving crew, including Lt. **Richard Castillo**, had to make tough decisions about what was best for the already damaged timeline.

cat, Circassian A domesticated feline. **Geordi La Forge's** first childhood pet was a Circassian cat; he described the creature as "funny-looking". (*Starship Log: 'Violations'* [TNG]) **SEE FILES 43, 68**

cat, Tarchee A feline noted for its pernickety nature. **Captain Janeway's** **Nechani** spiritual guide described some malfunctioning light fixtures as being as "fussy as Tarchee cats." (*Starship Log: 'Sacred Ground'* [VOY]) **SEE FILE 71**

Cataria, Lake A scenic and popular body of water on planet **Betazed**, which was also featured in a holodeck rendering aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'All Good Things ...'* [TNG]) **SEE FILE 68**

Catualla This planet, the home of **Tongo Rad**, sought to join the **United Federation of Planets** in 2269. (*Starship Log: 'The Way to Eden'* [TOS]) **SEE FILES 7, 68**

caviar The roe, or unlaidd eggs, of certain species of Earth fish that is seasoned and eaten as a delicacy or relish. **Captain Picard** is especially fond of the genuine, unreplicated variety. (*Starship Log: 'Sins of the Father'* [TNG]) **SEE FILES 43, 69**

Cavit, Lieutenant Commander The First Officer on the **U.S.S. Voyager's** inaugural mission. Cavit perished during the ship's



The father of **Tongo Rad** (front left) was an ambassador for the planet **Catualla**. This made Tongo a V.I.P., and ensured that he was treated with great diplomacy, despite the problems he and the other followers of Dr. **Sevrin** caused for the **U.S.S. ENTERPRISE**.

encounter with the **Caretaker's** array in 2371. (*Starship Log: 'Caretaker'* [VOY]) **SEE FILES 29, 71**

Caylem This elderly **Alsaurian** resistance fighter died after helping **Captain Janeway** escape from a **Mokra Order** prison. Caylem believed that Janeway was actually his daughter, **Ralkana**. (*Starship Log: 'Resistance'* [VOY]) **SEE FILES 18, 71**

Ce Acatl An ancestor of **Chakotay**. Despite being the progeny of his mother's rape by a white conqueror, Ce Acatl was accepted by the tribe and later became an honored leader. (*Starship Log: 'Basics', Part I* [VOY]) **SEE FILES 43, 71**

celebium This metallic element is both radioactive and toxic. In 2269, exposure to celebium caused the deaths of all but two members of a **Federation** archeological team on **Camus II**. (*Starship Log: 'Turnabout Intruder'* [TOS]) **SEE FILES 3, 68**

celery One of several native Earth vegetables containing cellulose that the **U.S.S. Voyager's** replicator had difficulty producing properly in 2371. The results were often too yellowish. (*Starship Log: 'Deadlock'* [VOY]) **SEE FILES 29, 71**

Celestial Auctioneers According to **Ferengi** religion, these immortal and omnipotent beings reside in the **Divine Treasury**, the **Ferengi** form of the afterlife. The Auctioneers conduct the bidding for new lives, thus determining a Ferengi's ultimate fate. (*Starship Log: 'Little Green Men'* [DS9]) **SEE FILES 14, 70**

Celestial Temple A region of space that, in **Bajoran** spiritual belief, is the source of the holy **Orbs** and home to the **Prophets**. Religious Bajorans consider the wormhole to be this temple. (*Starship Log: 'Emissary'* [DS9]) **SEE FILES 10, 70**



In **Bajoran** religion, the gods, called 'The Prophets', reside in the **Celestial Temple**. Until recently, the Temple was a mythical place, but the discovery of the **Bajoran** wormhole, which Bajor accepts is the Temple, has caused problems for members of both the religious and secular communities.